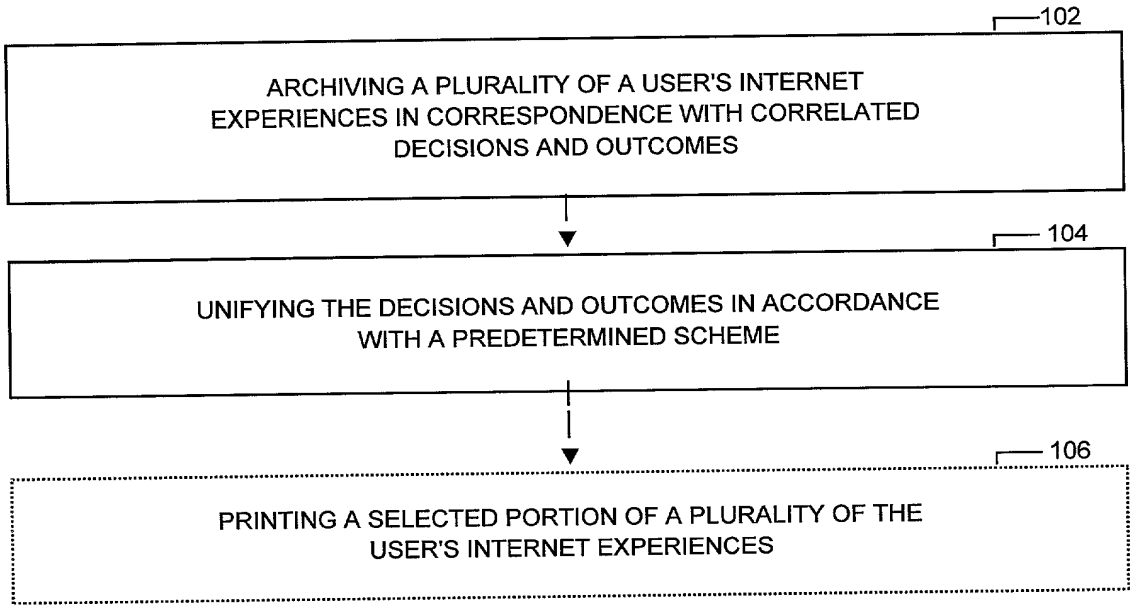

FIG 1.

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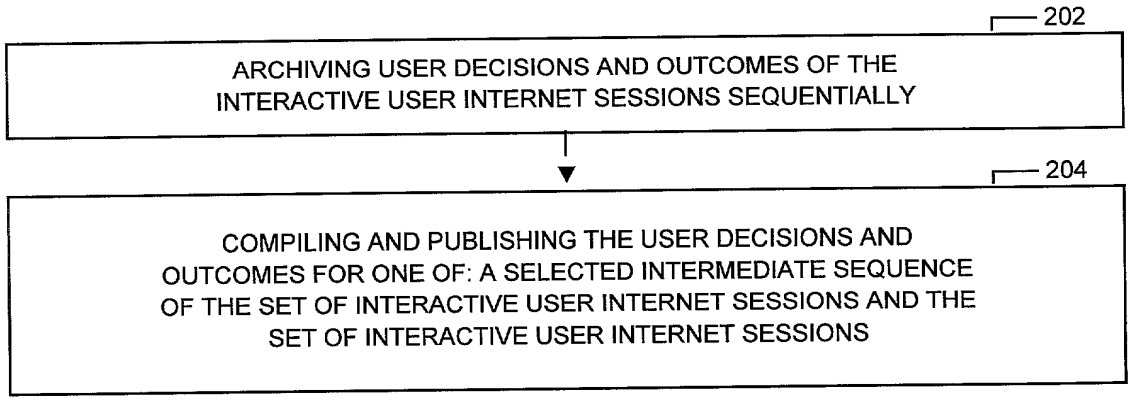

FIG 2.

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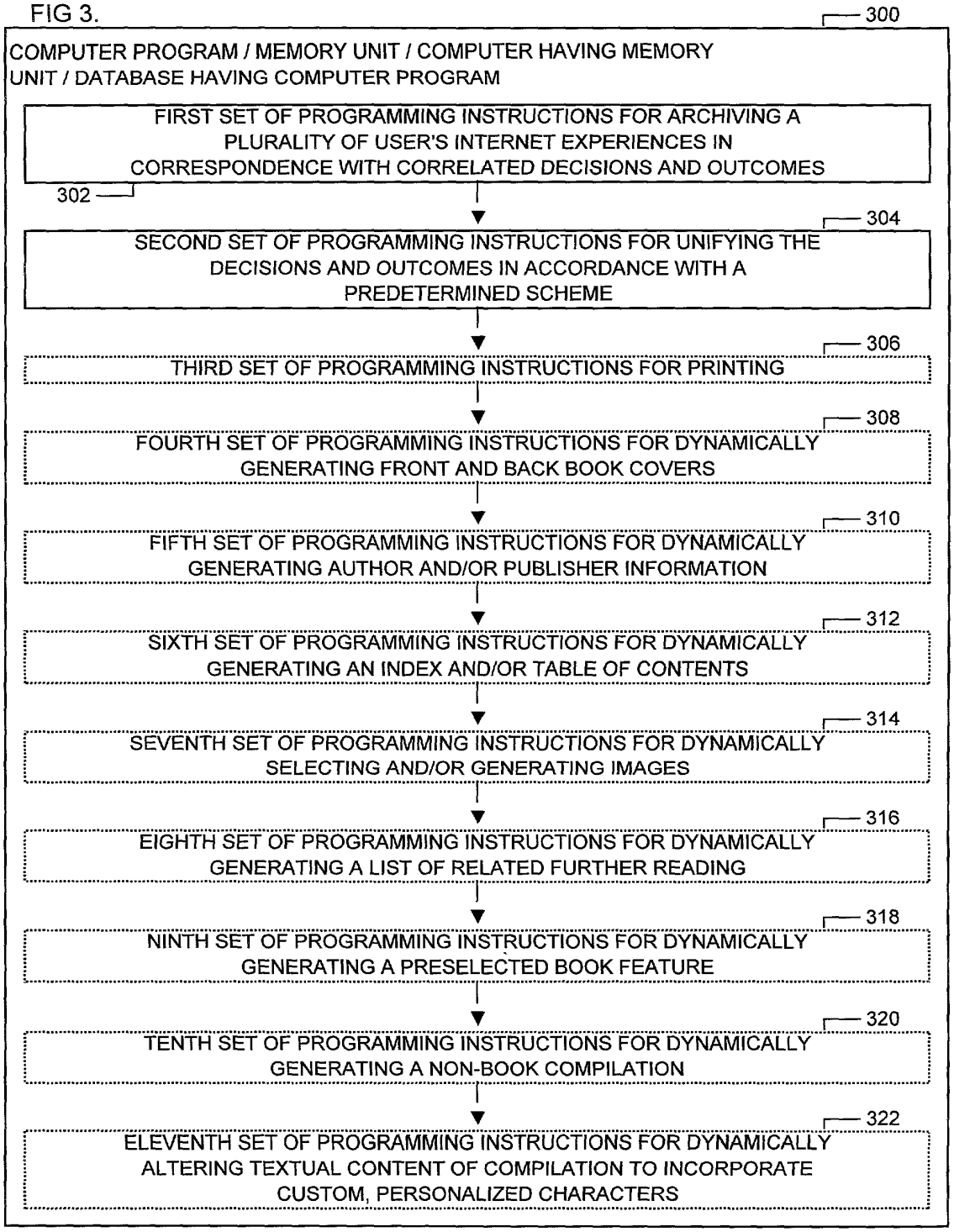
FIG 3.


300
COMPUTER PROGRAM / MEMORY UNIT / COMPUTER HAVING MEMORY UNIT / DATABASE HAVING COMPUTER PROGRAM
FIRST SET OF PROGRAMMING INSTRUCTIONS FOR ARCHIVING A PLURALITY OF USER'S INTERNET EXPERIENCES IN CORRESPONDENCE WITH CORRELATED DECISIONS AND OUTCOMES
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SECOND SET OF PROGRAMMING INSTRUCTIONS FOR UNIFYING THE DECISIONS AND OUTCOMES IN ACCORDANCE WITH A PREDETERMINED SCHEME
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THIRD SET OF PROGRAMMING INSTRUCTIONS FOR PRINTING
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FOURTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY GENERATING FRONT AND BACK BOOK COVERS
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FIFTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY GENERATING AUTHOR AND/OR PUBLISHER INFORMATION
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SIXTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY GENERATING AN INDEX AND/OR TABLE OF CONTENTS
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SEVENTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY SELECTING AND/OR GENERATING IMAGES
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318
NINTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY GENERATING A PRESELECTED BOOK FEATURE
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TENTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY GENERATING A NON-BOOK COMPILATION
322
ELEVENTH SET OF PROGRAMMING INSTRUCTIONS FOR DYNAMICALLY ALTERING TEXTUAL CONTENT OF COMPILATION TO INCORPORATE CUSTOM, PERSONALIZED CHARACTERS

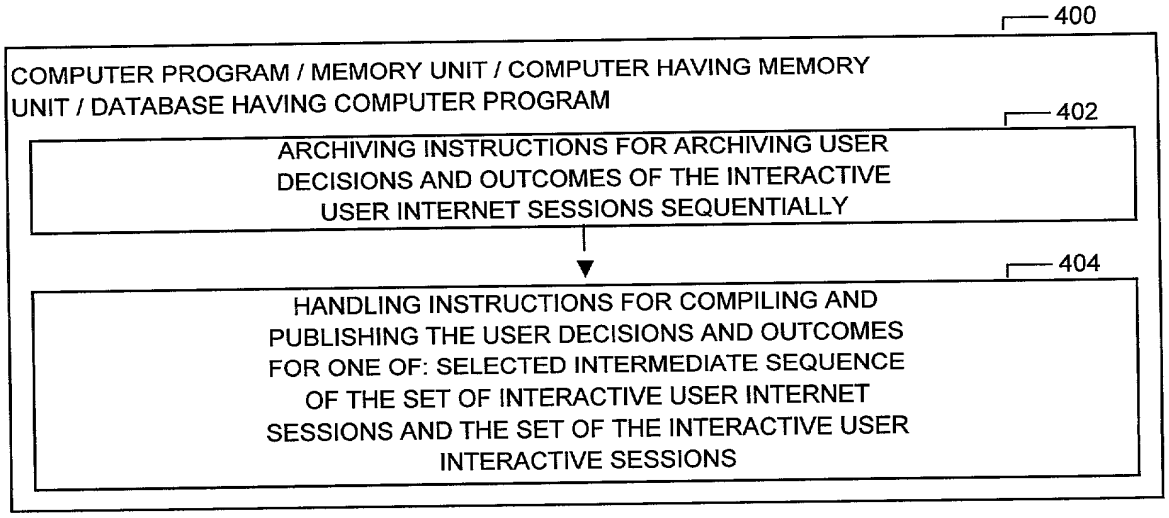

FIG 4.

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